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# IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements

Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

# **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

# **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
  correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE
Mild Violence

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY" ADVANCE VIDEO GAME SYSTEM.

#### CONTENTS

Starting the Game4
Game Boy® Advance Controls
Mysterio's Menace
Main Menu
Password Menu
Sound Menu
Map Selection Screen
Pause Menu
Inventory Screen
On-Screen Display
Power-Ups
Unique Items
Locations
Characters
Credits
Customer Support
Software License Agreement



#### STARTING THE GAME

Make sure the POWER switch is OFF.

Insert the Spider-Man®: Mysterio's Menace™ Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.

Turn the POWER switch ON.

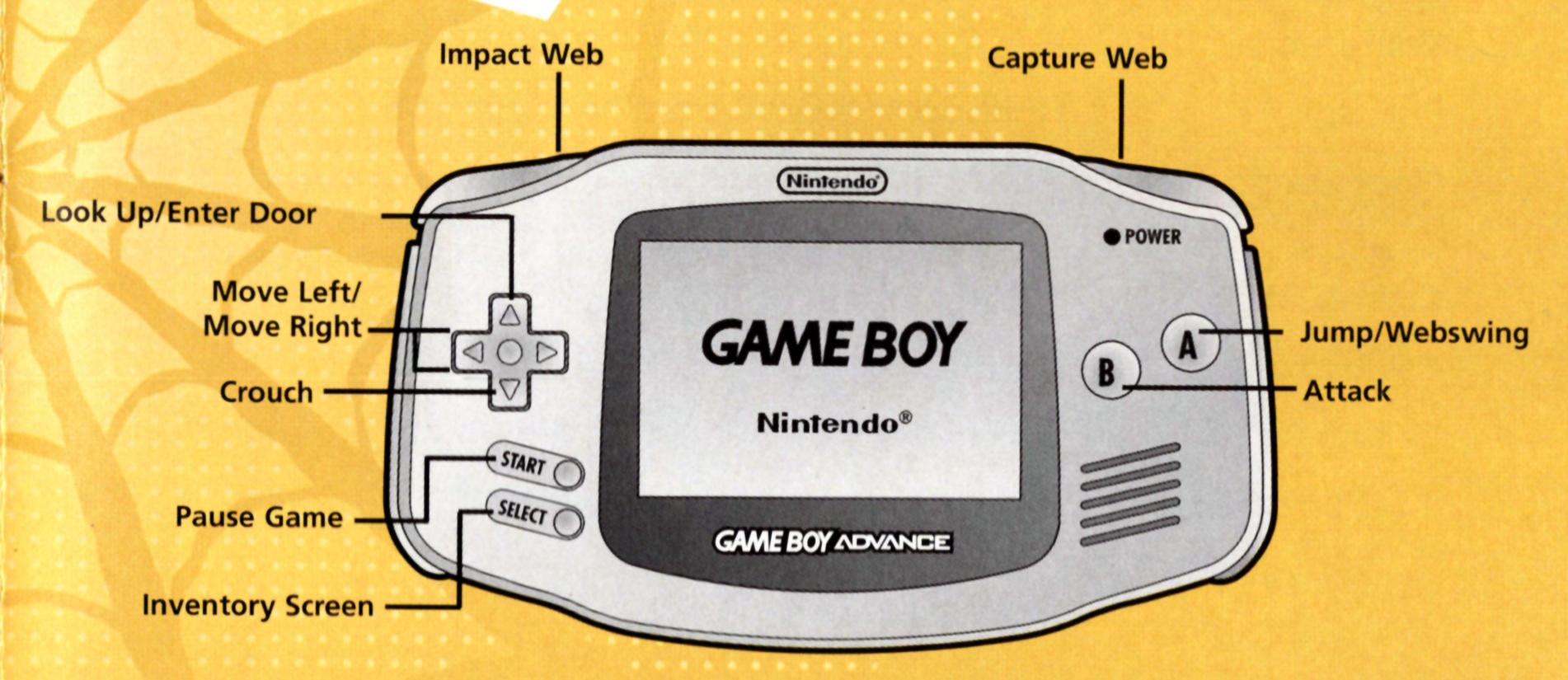
Note: The Spider-Man®: Mysterio's Menace™ Game Pak is for the Game Boy® Advance system only.



#### GAME BOY® ADVANCE CONTROLS

All of the instructions refer to the default control scheme shown here.

#### **Basic Controls**





#### **Spider Moves**

Wall Attach In the air, press in the direction of wall to cling

to it.

Wall Release A Button while clinging to a wall.

Wall Jump A Button and up while clinging to a wall.

Pull Up Hold Up at top of jump near platform.

Floor Drop Down and A Button while standing or crouching

on a suspended platform.

Ceiling Attach In the air near ceiling, Up to cling to ceiling.

Ceiling Release A Button while clinging to a ceiling.

Ceiling Power Drop Down and B Button while clinging to a ceiling.

Wall/Ceiling Punch B Button while clinging to surface (directional).



#### **Web Moves**

(These moves require web fluid.)

Impact Web L Button at any time (directional).

Capture Web R Button at any time (directional).

Web Shield L and R Buttons simultaneously while standing or

crouching (directional).

Web Swing A Button while in the air.

#### **Ground Moves**

Jump A Button while standing. Crouch before jumping

for additional height.

Punch

B Button while standing. Connecting three punches

in a row will enable a fourth power punch.

Running Kick B Button while running.

Uppercut Up and B Button while standing.



Spin Kick Up/Forward and B Button while running or

standing.

Sweep Kick B Button while crouching.

**Aerial Moves** 

Spin Kick (air) Up and B Button while in the air or while

swinging.

Flying Kick B Button while in the air or while swinging.

**Dive Kick** Down and B Button while in the air or while

swinging.

**Views** 

Look Up Hold Up while standing.

Look Down Hold Down while crouching.

Look Left/Right Hold Left or Right while clinging to wall.



#### MYSTERIO'S MENACE

A casual telephone call with Mary Jane is the beginning of a new adventure for Spider-Man, aka Peter Parker.

Three seemingly unrelated incidents require the superhero's attention in different parts of the city. Rhino is pulling off a heist at the docks, Hammerhead is fighting it out with some goons downtown, and Big Wheel is smashing up a factory.

It's going to be a long night for the web slinger.

When you begin your adventure, you

will have three areas of the city that you can investigate. Pick the level that will be the biggest challenge or the easiest to complete, depending on which you prefer. As you complete a level, other areas in the game become available and can be accessed from the Map Selection screen.



#### MAIN MENU

Use the Control Pad to navigate through the menu options. Press the A Button to activate your selection. Press the B Button to go to the previous menu.



Select New Game to begin your adventure. You will be asked to choose between Easy, Normal, and Super Hero difficulty. Use the Control Pad to move the cursor up and down to highlight a difficulty level. Press the A Button to confirm your selection and enter the game or press the B Button to return to the Main menu.

#### **Difficulty Select**

 Easy: You will start the game with five lives and a full supply of web fluid. On-screen tips will provide information about power-ups, and enemies will be easier to defeat.



- Normal: You will start the game with three lives and three web fluid cartridges. There are no on-screen tips for power-ups and all enemies will have the standard difficulty level.
- Super-Hero: The ultimate challenge. You will start with two lives and one web fluid cartridge. Enemies will be very difficult to defeat.

#### PASSWORD MENU

Entering a password in this menu will allow you to restore your game progress. Use the Control Pad to move the cursor and highlight the letters and numbers in your saved password. Press the A Button to select the number or letter. Press the B Button to remove a character.





#### SOUND MENU

Press the Up or Down directional buttons to highlight an option. Press the Right directional Button to raise or the Left Button to lower the volume level. Select Back or press the B Button to return to the Main menu.



# MAP SELECTION SCREEN

The Map Selection screen shows the areas of New York City that are available for play. You'll slowly open up more and more areas of the map by defeating the different levels. A red area has yet





to be investigated, while a yellow area indicates a level that has been completed. You can always return to a completed level to search for hidden power-ups.

#### PAUSE MENU

Press START while playing the game to access the Pause menu. Select Quit Game to leave the game. Select Resume to continue playing.

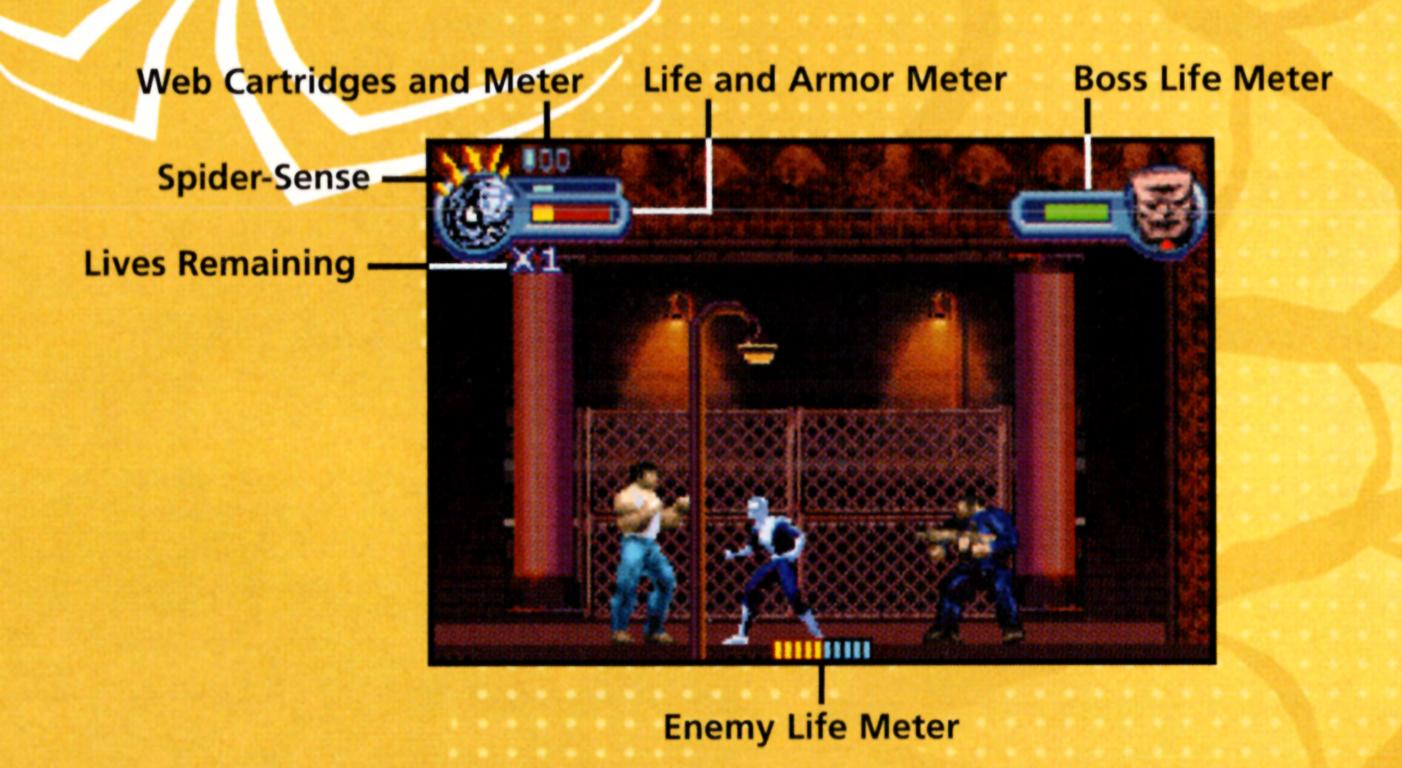
#### INVENTORY SCREEN

Press SELECT in-game to access the Inventory screen. The current level objective will be displayed as well as all of the unique items currently in Spidey's possession. The password is also displayed on this screen, which will allow you to restore your progress at a later time.





### ON-SCREEN DISPLAY



Lives Remaining: Shows how many lives Spider-Man has remaining.

Spider-Sense Aura: Alerts Spider-Man to attacks from off-screen.



Life Meter: The red bar displays how much health Spider-Man has remaining.

Web Meter: The blue bar displays how much web fluid Spider-Man has in the current cartridge.

Web Cartridges Remaining: Shows how many web cartridges Spider-Man has remaining.

Armor Meter: The yellow bar on top of the life meter shows how much armor Spider-Man has remaining.

Boss Life Meter: Displays how much health the current boss has remaining.

**Enemy Life Meter:** Displays the health remaining for the enemy that you are currently fighting.



#### **POWER-UPS**

#### Armor

There are blue and green armor power-ups all throughout the city. A green armor power-up will give Spidey one third of a bar of armor. A blue armor power-up will give Spidey a full bar of armor. When Spidey is wearing armor, enemy hits will deplete his armor but will not affect his health.

Note: Green armor does not accumulate. Multiple green armor power-ups will not raise Spidey's armor meter above one-third full.

#### **Web Fluid**

Collect web refill power-ups to replenish Spidey's supply of fluid.

Many of Spidey's moves require web-fluid to perform. There is a meter that keeps track of how much fluid he has left and an indicator that shows how many web cartridges remain on Spidey's belt. Once Spidey's web meter is depleted, Spidey will automatically load a new web cartridge. If Spidey runs out of web fluid, many of his moves will be unavailable.

#### **First Aid Kits**

Refills one fourth of Spidey's health bar.



#### **Full First Aid Kits**

Fills Spidey's health bar up completely



#### Web Cartridge Refill

Refills one full web cartridge.



#### **Web Refills**

Refills one fourth of the web meter.





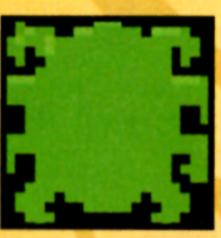
#### **Invincibility Spider**

Makes Spidey invincible for a short amount of time and increases the amount of damage that he does to enemies.



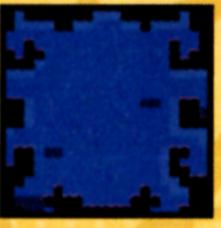
#### **Green Armor**

Refills up to one-third of the armor meter.



#### **Blue Armor**

Refills the entire armor meter.



#### One-up

Gives Spidey an extra life.





#### UNIQUE ITEMS

#### Spider Belt

Allows Spidey to carry two extra web cartridges.



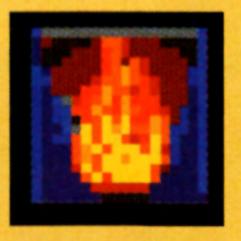
#### **Wrist Container**

Allows Spidey to carry one extra web cartridge. There are two available.



#### **Thermal Suit**

Reduces the damage of fire attacks. Spider-Man also gains immunity to incineration.



#### **Armor Suit**

Reduces all non-thermal, non-electrical damage.





#### **Electric Suit**

Reduces electrical damage.



#### **Black Symbiote Suit**

The Symbiotic suit will give Spider-Man additional powers. The exact effects of the suit remain a mystery.



#### Web Compressor

Reduces web fluid consumption.



#### Fluid Formula Upgrade

Increases web capture time.





#### **Heavy Impact Web**

Increases damage caused by impact web attacks and knocks enemies down.



#### LOCATIONS

#### Downtown

Spidey must use all of his climbing skills because this area features lots of vertical action.



#### Pier 54

The docks are a shady place to begin with. Spider-Man must use all of his web-swinging skills to navigate over water and through indoor shipment areas.





#### **Empire Metals Foundry**

The foundry is full of all sorts of hazards, from pits of molten metal to automated grinding and crushing mechanisms that require careful timing to get through. Can Spider-Man avoid getting toasted while defeating a slew of dangerous enemies?



As you begin to unravel the mysterious events plaguing New York, you will open up new areas of the city to investigate.



#### CHARACTERS

#### Spider-Man

Control Spider-Man's amazing powers and abilities, which include shooting webs, incredible dexterity and strength, wall crawling, and Spider-Sense. Spider-Man is one of New York City's sworn guardians. When Mysterio's sinister plan starts to unfold, Spidey can't help being caught in the middle of it all.



#### Mysterio

The dreaded special effects wizard has decided to once again prove to the world that he is the undisputed master of illusion.





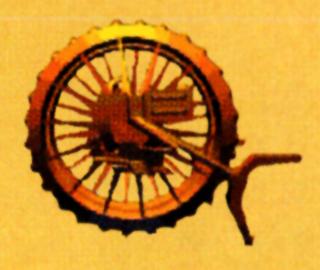
#### Scorpion

Stuck in a suit that makes him a deadly weapon, Max Gargan, known as Scorpion, uses his powers for evil.



#### **Big Wheel**

The product of the evil scientific mind of Jason Wheel, Big Wheel is a type of one-wheeled tank.



#### Hammerhead

Hammerhead is one of the big mobster bosses of NYC. He is a formidable fighter that can knock most people out with his powerful adamantium-skulled head-butts.



#### Rhino

Rhino's powerful charge attack can deal enough damage to crush a car and must be avoided if Spidey is to defeat him.



#### Electro

Able to manipulate, project, and shape electrical discharges, Electro can take down even the hardiest of heroes.





#### **EVIL MINIONS**

Ninja



Skeleton



**Masked Goon** 



Mobster



**Chem Worker** 



**Strong Thug** 



**Evil Worker** 



Clown





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